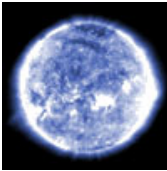


donjon

SWd6 System Generator

Ussar



A3 V White Main Sequence



Rock Planet

2 moons



Rock Planet



Ussar



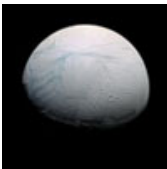
Rock Planet

1 moon



Rock Planet

1 moon



Ice Planet



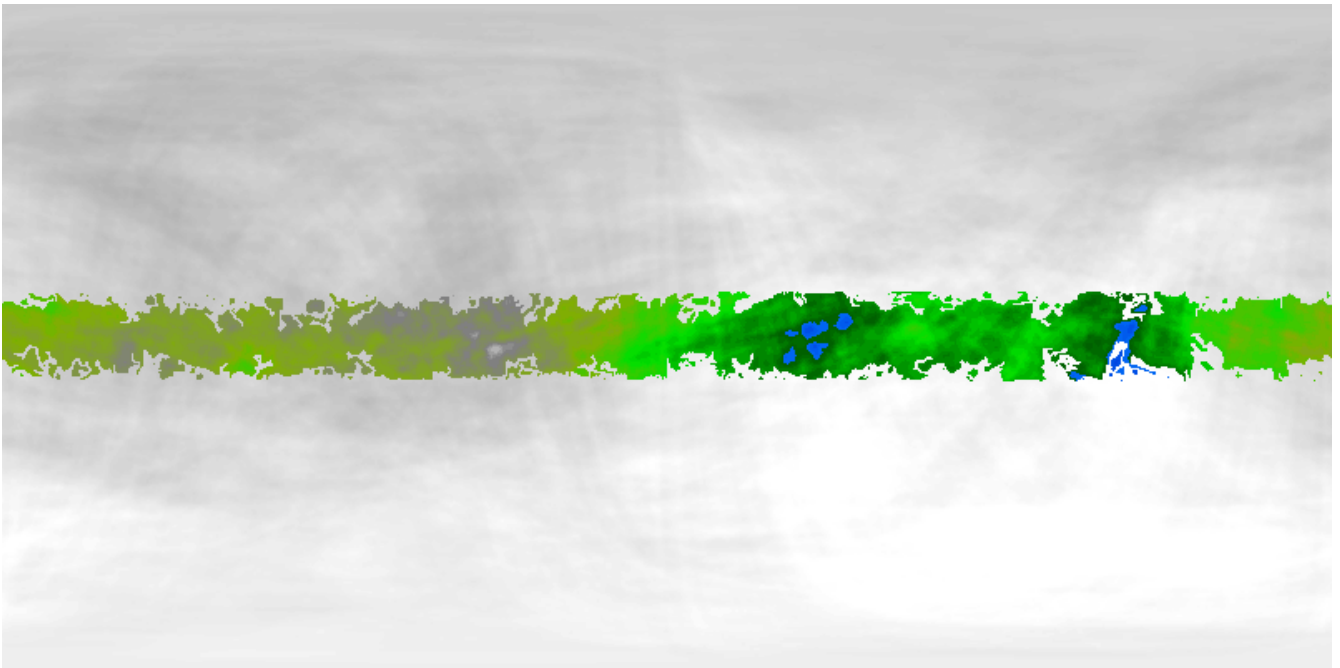
Asteroid Belt



Ice Planet

Ussar

Type:	Terrestrial The planet is a typical ball of rock and metals orbiting a sun. Most terrestrial planets have atmospheres, and many have developed life.
Terrain:	Special These are unusual terrains that demonstrate the incredible versatility of the <i>Star Wars</i> universe. These terrain types can also explain seemingly contradictory terrain rolls.
Temperature:	Frigid Frigid planets average -21 degrees Celsius or less, and are often inhospitable. If the hydrosphere is temperate, moist, or saturated, the planet may be covered with ice glaciers.
Gravity:	Standard Standard gravity is that which is most common on Imperial worlds, and therefore most comfortable for most species. Standard gravity includes several gradients of true gravitational pull, but is placed within this convenient grouping.
Atmosphere:	Type I (Breathable) A type I atmosphere has a proper mixture of oxygen, nitrogen and other gases so that humans and comparable species can breathe it unassisted. These atmospheres may have contaminants that over the long term have a detrimental effect. Planets with a type I atmosphere will have life or at least had life recently.
Hydrosphere:	Arid The planet is 85-100 percent covered by land. The planet has very little or no standing liquid, and there probably is very little moisture in the atmosphere. There may be large lakes and seas, but there are no great oceans. Much of the planet will probably be desert.
Length of Day:	22 hours
Length of Year:	420 days
Starport:	Stellar Class This type of starport can dock and service almost any class of ship. There are probably several shipyards in the immediate area, and they can handle minor repairs and modifications. There is almost always an Imperial Customs office on site.
Population:	59 thousand
Function:	Administrative/Government This world is bureaucracy at its largest. The main industry is the orderly (or at least managed) operation of a government, business, or other large institution. Imperial sector capitals often qualify for this designation, but the homeworlds of major, galaxy-spanning corporations and institutions such as BoSS (Bureaus of Ships and Services) may also be considered administrative in nature.
Government:	Competing States Several nation-states, tribes or corporations are actively competing for control of the planet. The intensity and type of competition varies, and can range from economic competition to open war.
Tech Level:	Information Sophisticated communications, such as computers and satellites, become readily available. Industry becomes more efficient, mechanization is very common, and the precursors of droids appear. Energy weapons are beginning to be discovered, in-system space travel is common and colony ships to other planets are a distinct possibility. Repulsorlift may be developed. Natural resources may become scarce.



Based on tables from the Star Wars Planets Collection, by West End Games.
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Fractal World Generator by drow
<http://donjon.bin.sh/>
Based on code by [John Olsson](#)

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